Popularize Artificial Intelligence

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(Eds.)

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Popularize Artificial Intelligence

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Preface

The *2nd Workshop on Popularize Artificial Intelligence (PAI 2013)* follows the successful experience of the 1st edition, held in Rome 2012 to celebrate the 100th anniversary of Alan Turing's birth. It is organized as part of the *XIII Conference of the Italian Association for Artificial Intelligence (AI*IA)*, to celebrate another important event, namely the *25th anniversary of AI*IA*.

In the same spirit of the first edition, PAI 2013 aims at divulging the practical uses of Artificial Intelligence among researchers, practitioners, teachers and students. 13 contributions were submitted, and accepted after a reviewing process that produced from 2 to 3 reviews per paper. Papers have been grouped into three main categories: student experiences inside AI courses (8 contributions), research and academic experiences (4 contributions), and industrial experiences (1 contribution). They cover a wide range of AI techniques, from robotics and clustering to declarative problem solving and logic-based approaches, as wide as the range of application areas, from RoboCup to (video)games, ambient assisted living, healthcare, geology, mobile technologies and vision.

In accordance to the content of the papers and their reviews, the Program Committee and the Workshop Organisers awarded a *Best Paper Award* to:

> *AngryHEX: an Artificial Player for Angry Birds Based on Declarative Knowledge Bases*, by Francesco Calimeri, Michael Fink, Stefano Germano, Giovambattista Ianni, Christoph Redl, and Anton Wimmer.

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December 1, 2013

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